

Alireza Bidar

senior fx artist | houdini artist

 abidar@gmail.com

 IMDB

 LinkedIn

PROFILE

Creative and versatile Senior FX Artist with over 19 years of experience across feature films, animation, episodics, and commercials. Strong eye for design and composition, with expertise in procedural workflows and simulations. Proven ability to deliver high-quality effects in fast-paced production environments. Prior to transitioning into FX, worked extensively as a 3D Generalist across studios in the Southeast Asia and the Middle East.

EXPERIENCE

Apr 2023 - Sep 2026

LAIKA Studios

Oct 2024 - Present

Gnomon

Aug 2023 - Dec 2023

Chapman University

Oct 2022 - Mar 2023

Pixar Animation Studios

Apr-Sep 2019; Apr-Dec 2020
Mar-Sep 2021; Apr-Sep 2022

Walt Disney Animation Studios

Oct 2021 - Apr 2022

Skydance Animation

Oct 2021 - Dec 2021

ASIFA-Hollywood

Nov 2019 - Feb 2020

Jan 2021 - Feb 2021

Zoic Studios

Dec 2018 - Apr 2019

CoSA VFX

Jun 2018 - Nov 2018

WET (Design)

Jun 2017 - Jan 2018

Atomic Fiction

**Additional freelance
FX work**

2006 - 2016

**Prior roles as 3D
Generalist**

SENIOR FX TD

Development of various types of effects on feature production
"Wildwood"

HOUDINI INSTRUCTOR

Teaching Houdini, covering procedural content generation, VEX, terrain, and volumetric workflows

HOUDINI INSTRUCTOR / LECTURER

Designed and taught Houdini curriculum to students majoring in VFX and games

FX TD

FX for animated feature **"Elemental"**

EFFECTS ANIMATOR

FX contributions on **"Frozen 2"**, **"Raya and the Last Dragon"**, **"Encanto"**, and **"Strange World"**

SENIOR EFFECTS ARTIST

FX on animated feature **"Luck"**

JUDGE

Served as a nomination judge for the Student Film category at the 49th Annual Annie Awards

HOUDINI FX ARTIST

Episodic FX work on **"Superman and Lois"** and **"Legends of Tomorrow"**

HOUDINI FX ARTIST

FX for series including **"Gotham"**, **"Lucifer"**, and **"Orville"**

FX ARTIST

Simulated natural elements such as water, smoke, and fire to create visual experiences

FX TD

FX work on **"Pacific Rim Uprising"**, **"The Predator"**, and **"Cloverfield Paradox"**

ADDITIONAL FREELANCE FX WORK

Ingenuity Studios, Timber, Chimney, Swivet, John McNeil Studio, Wieden + Kennedy, Black Math, Prologue

PRIOR ROLES AS 3D GENERALIST

Worked in technical animation, lighting, rendering, and compositing for studios in Dubai, Singapore, and Atlanta

SKILLS

HOUDINI / PIPELINE

SOPs / DOPs
LOPs / Solaris
Caching & asset workflows
Production troubleshooting

FX

Volumes / VDB
Pyro
FLIP fluids
RBD
Vellum
MPM
Grains
Particles

PROCEDURAL

HDAs & procedural tools
Procedural modeling
Geometry processing
Terrain & environments
Asset generation

LIGHTING / RENDER

Karma
Mantra
Katana
RenderMan

SOFTWARE

Houdini
Maya
Nuke
3ds Max
ComfyUI
Adobe After Effects

SCRIPTING

VEX
Python

EDUCATION

BFA

Savannah College of Art and Design - BFA, Visual Effects, Technical Direction minor (2014-2017)

BS

Montazeri Technical College - BS, Computer Science (2002-2005)

CERT

CG Master Academy - Certificate in Advanced VEX for Houdini (2019)